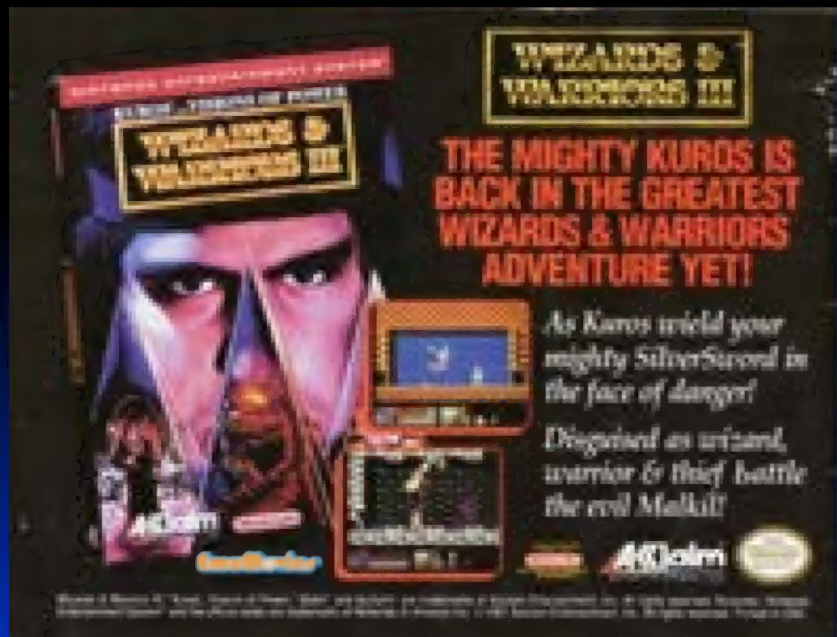


# Nintendo ENTERTAINMENT SYSTEM



ENTERTAINMENT SYSTEM

EXPERIENCE THE POWER OF

**WIZARDS & WARRIORS III**

**THE MIGHTY KURO IS BACK IN THE GREATEST WIZARDS & WARRIORS ADVENTURE YET!**

As Kuros wield your mighty SilverSword in the face of danger!

Disguised as wizard, warrior & thief battle the evil Malkill!

**Acclaim**

**Entertainment System**

**Wizards & Warriors III**

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**Entertainment System**

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# Nintendo ENTERTAINMENT SYSTEM

GAME PAC  
INSTRUCTIONS



# Nintendo ENTERTAINMENT SYSTEM

LICENSED BY

Nintendo of America



This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.

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## PRECAUTIONS:

1. Do not play this game in places that are very hot or cold. Never hit it, or take it apart.
2. Avoid touching the connectors, and do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzene, paint thinner, alcohol or other such solvents.

**WARNING:** DO NOT USE WITH PROJECTOR TELEVISIONS. Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or pictures are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither NES, Ltd. nor Nintendo of America Inc. will be liable for any damage. This situation is not covered by a defect in the NES or this game; only fixed or repetitive image tube (CRT) circuit damage to a projection television. Please contact your TV manufacturer for further information.

# Nintendo ENTERTAINMENT SYSTEM

## ADVISORY

### READ BEFORE USING YOUR NES/SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

# Nintendo ENTERTAINMENT SYSTEM

## CYBERDYNE SYSTEMS T-800

TERMINATOR / DATA FILE / READ ONLY

1995 CYBERDYNE SYSTEMS DEVELOP THE FIRST COMPUTER TO THINK AND LEARN LIKE A HUMAN.

1996 THE COMPUTER IS SO IMPRESSIVE THAT CYBERDYNE BECOMES THE WORLD'S LARGEST SUPPLIER OF MILITARY COMPUTERS.

1997 AUGUST 4, CYBERDYNE'S SUPER COMPUTER, "SKYNET", GOES ON LINE. ALL HUMAN DECISIONS ARE REMOVED FROM STRATEGIC DEFENSE.

1997 AUGUST 29, SKYNET BECOMES AWARE OF ITS OWN POWER. IT LAUNCHES AN ALL OUT ATTACK ON THE SOVIET UNION. GLOBAL THERMONUCLEAR WARFARE DESTROYS 74% OF THE PLANET'S HUMAN POPULATION.

# JUDGME

# Nintendo ENTERTAINMENT SYSTEM

THE SURVIVORS CALL IT JUDGMENT DAY... BUT THE NIGHTMARE IS JUST BEGINNING.

SKynet AIMS TO ELIMINATE ALL HUMAN LIFE ON EARTH... TO LIVE, THE SURVIVORS OF THE HOLOCAUST MUST FIGHT THE WAR OF THE MACHINES.

2029 THE HUMAN RESISTANCE IS IN RETREAT BUT NOT DEFEATED. THEIR SUCCESS IS DUE TO THEIR LEADER, JOHN CONNOR.

SKynet OPTS TO ELIMINATE JOHN CONNOR BY SENDING TWO TERMINATORS BACK THROUGH TIME... THE FIRST IS A T-800, PROGRAMMED TO TERMINATE SARAH CONNOR, JOHN'S MOTHER. IT FAILED. THE SECOND IS A T-1000 ADVANCED PROTOTYPE, PROGRAMMED TO TERMINATE THE FUTURE LEADER WHEN HE WAS 10 YEARS OLD.

# JUDGMENT DAY



# Nintendo ENTERTAINMENT SYSTEM

## T-800 / MISSION RE-PROGRAM



1. YOU ARE A T-800, MODEL  
101 TERMINATOR - CYBERNETIC  
ORGANISM (LIVING TISSUE  
OVER METAL ENDOSKELETON)



2. YOUR MISSION IS TO PRO-  
TECT THE 10 YEAR OLD JOHN  
CONNOR FROM THE T-1000

# Nintendo ENTERTAINMENT SYSTEM



3 OBTAIN A WEAPON AND  
TRANSPORT (ADVISE : ED-  
GUARD LEVER ACTION  
WINCHESTER AND HARLEY  
DAVIDSON ELECTRO-GLIDE)

4 FIND JOHN CONNOR

5 OBEY JOHN CONNOR  
(TRUST ME ON THIS)

6 DESTROY CYBERDYNE SYS-  
TEMS (BEFORE THEY HAVE A  
CHANCE TO INVENT THEIR  
DOOMSDAY MACHINE)



# Nintendo ENTERTAINMENT SYSTEM

7 TERMINATE THE T-1000  
BEFORE IT TERMINATES  
YOU.

• YOU ARE A MACHINE,  
BUT HUMANITY IS IN  
YOUR HANDS.

• THERE IS NO FATE BUT  
WHAT WE MAKE.

• THE BATTLE FOR TOMOR-  
ROW BEGINS TODAY.



# Nintendo ENTERTAINMENT SYSTEM

## GETTING READY / MISSION PREPARATION



1. Make sure the power switch is OFF.

2. Insert the TERMINATOR 2 Game Pak as described in your NINTENDO ENTERTAINMENT SYSTEM® manual.

3. Turn the power switch ON. You will first see the TERMINATOR 2 : JUDGMENT DAY title screen followed by the mission background data. Once the background data has begun, to return to the title screen, press the START BUTTON. To proceed with your mission, press the START BUTTON again.

You will then see the List of Excellence. Press the START BUTTON once more.

# Nintendo ENTERTAINMENT SYSTEM

## THE CONTROLS



IN A FEW MOVES... NO PROBLEM!

TO MOVE LEFT or RIGHT - Press the appropriate RIGHT or LEFT CONTROL PAD ARROW

TO FIRE / PUNCH - Press the B BUTTON

TO JUMP - Press the A BUTTON

TO KNEEL - Press the DOWN CONTROL PAD ARROW

TO PAUSE - Press the START BUTTON

TO RESTART - Press the START BUTTON again

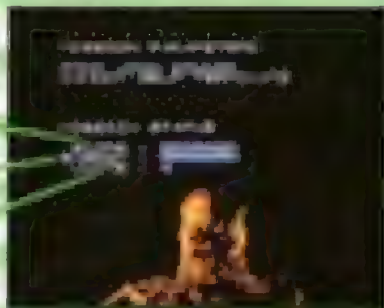
# Nintendo ENTERTAINMENT SYSTEM

## SCREEN DATA

Score

Energy

Items



Energy and  
Running Meter



# Nintendo ENTERTAINMENT SYSTEM

## LEVEL 1 / TRUCK STOP

You need a wagon, transporting items, barrels, and stuffers. Fortunately, your arrival point in the present is a truckstop that should satisfy all your needs. Unfortunately, the hospitality of the locals shows a little short of giving away their rides. Their hardware on the shelves all their goods. You have no alternative but to terminate anyone who gets in your way... especially if they're trying to use your head for a turban.



# Nintendo ENTERTAINMENT SYSTEM

THREE TARGET ACQUISITION PROGRAMS  
VISUAL DISPLAY APPROXIMATELY INDICATES  
LOCATION OF HELIUM.

Once you've cleared the parking lot, go into the building. There'll be a few more things looking for trouble, but it's the big guy you're looking for. He'll be less than enthusiastic about dealing with his presence in his dignity. ... Continued from





## LEVEL 2 / DRAINAGE CANAL



To find the 10 year old John Connor, take your master through the drainage canal. Avoid the obstacles and debris or blow them away with the 10-gauge, but don't hang around. Right behind you is the 7-1000 attempting to acquire its target with a 23,000% big rig tow truck! If he gets too close for comfort, let fly with the lead, or you, John, and the future will be threatened.

John Connor, the 10 year old John Connor, is not an easy kid. If you ever wanted to be a hero, you should have been John Connor. He's not an easy kid. If you ever wanted to be a hero, you should have been John Connor. He's not an easy kid. If you ever wanted to be a hero, you should have been John Connor.

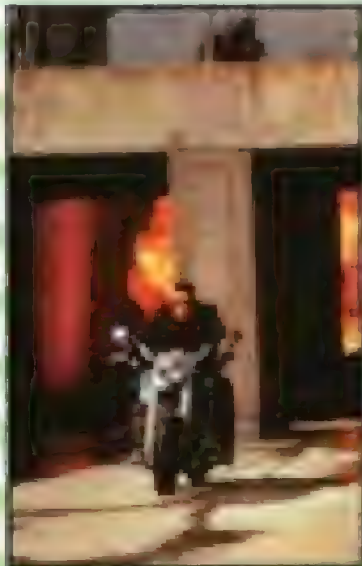
# Nintendo ENTERTAINMENT SYSTEM

## MOTORCYCLE HANDLING

TO STEER LEFT or RIGHT - Press the appropriate LEFT or RIGHT CONTROL PAD ARROW

TO FIRE FORWARD - Press the B BUTTON

TO FIRE BACKWARD - Press the B Button plus the DOWN CONTROL PAD ARROW



# Nintendo ENTERTAINMENT SYSTEM

## LEVEL 2 / PRECARIOUS STATE THE HOSPITAL FROM THE CASUAL VILLAGER

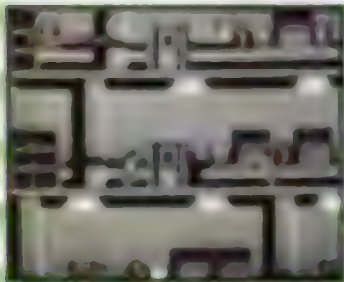
Level 2 is a hospital in the jungle. The player fought for trying to turn up the Nintendo System Building. When the boss said that it was to stop watching from destroying the world, the boss called round and looked up.



# Nintendo ENTERTAINMENT SYSTEM

Now what time do you come  
over? You know the 9:00 AM  
is waiting for you (and usually  
that other future London is  
also in (theater)) (That's  
every movie you find too)

When they order you to stop  
telling people, however, the  
guards at the hospital will not



more to see you than  
before. They will do whatever it  
takes to destroy you, but you  
must follow your directive:  
**MISSION: IMPOSSIBLE. ONLY  
YOUR SURVIVAL. Find a way to  
win. Don't let them get  
you without terminating them.**

# Nintendo ENTERTAINMENT SYSTEM

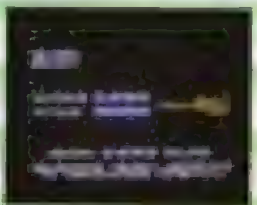
THIRD SEARCH PROGRAM / HIGH PRICE-  
QUALITY SOME PROGRAMS CONTAIN SPECIAL  
BONUS / ADDITIONAL AMPLIFICATION /  
ELEVATOR SECURITY CARDS

TO COLLECT ANY ITEM FROM A

TO ENTER A ROOM OR ELEVATOR Press  
USE UP CONTROL PAD ARROW while stand-  
ing directly in front of the appropriate door  
only



TO ENTER A ROOM OR ELEVATOR Press  
USE UP CONTROL PAD ARROW while stand-  
ing directly in front of the appropriate door  
only

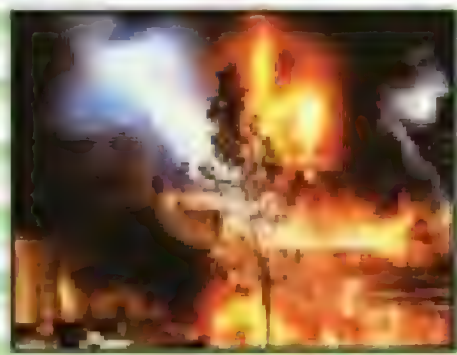


# Nintendo ENTERTAINMENT SYSTEM

## LEVEL 4 / CYBEROYNE SYSTEM BUILDING: BASH & MONKEY

The only way to stop the development of LATHET is to destroy it before it was born. Shut down Cyberdyne Systems permanently. 10 barrels of high explosives have been placed throughout the building. Take them to the 6th floor, up to three at a time and deposit them in the holding tank.

As soon as you deposit the 10th barrel your Visual Display will indicate that the explosives have been changed and the countdown will begin. Within 60 seconds, an intruder has been detected & time along the 6th floor celebrating and then clear out, pronto!





# Nintendo ENTERTAINMENT SYSTEM

T-800 EXPLOSIVES SEARCH  
PROGRAM ONCE INSIDE ELEVATOR,  
VISUAL DISPLAY INDICATES:



TO COLLECT BARRIERS: Touch them.

TO ENTER ELEVATOR OR THE COMPUTER LABORATORY: Press  
the UP CONTROL PAD ARROW while standing directly in front of the  
appropriate doorway.

ELEVATOR CONTROLS:

TO RISE UP: Press the UP CONTROL PAD ARROW.

TO RISE DOWN: Press the DOWN CONTROL PAD ARROW.

TO EXIT: Press the START button.

# Nintendo ENTERTAINMENT SYSTEM

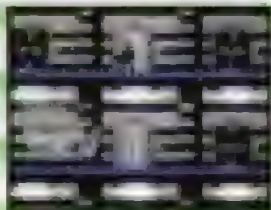
T-800 EXPLOSIVE DEPOSIT  
PROGRAM - VISUAL DISPLAY  
ARROWS INDICATES)

1) Location of holding tank

2) Where to place charges once all 10 barrels have been deposited in  
holding tank

3) DEPOSIT CHARGES - Push the DOWN CONTROL PAD ARROW

T-800 EXPLOSIVE DISTRIBUTION  
PROGRAM - VISUAL DISPLAY  
INDICATES)



# Nintendo ENTERTAINMENT SYSTEM

## LEVEL 5: STEEL MILL HASTA LA VISTA, BABY!

With Cyborgs destroyed, only one enemy remains: the F-1000. Reach the top of the Mill and destroy that liquid liquid, or you are lost for good. The F-1000's percent of its mission is reduced if it may disappear only to attack again. Put it out of action for good, or you are marked and headed for the enemy's atmosphere. They are the only force that can take the battle to the enemy.



# Nintendo

## ENTERTAINMENT SYSTEM

### CYBERDYNE SYSTEMS T-800 TERMINATOR



The advanced prototype is made of solid metal. It can morph into virtually anything you want, and the liquid changes shape so fast that what was once a head is now a fist crushing the life out of you. Run from it, and it morphs into the ground, trying to come up right in front of you. Don't look at it!

# Nintendo ENTERTAINMENT SYSTEM

## BATTERY LIFE

The T-800 is designed to run in an ideal world for 120 years, but being smacked with a golf club, crashed into a concrete drainage canal, pumped full of lead, and pulverized by a T-1000 are less than ideal conditions. If your energy is depleted, your CPU (Central Processing Unit) will shut down in order to regenerate. It shut down: YOU ARE TERMINATED.



## LIST OF EXCELLENCE

At the conclusion of your mission, if you have proved yourself to be as efficient a protector as a terminator, you can add your name to the List of Excellence.

TO SCROLL FORWARD THROUGH THE ALPHABET - Press the RIGHT CONTROL PAD ARROW.

TO SCROLL BACKWARD - Press the LEFT CONTROL PAD ARROW.

TO MOVE THE CURSOR RIGHT - Press the A BUTTON.

TO ERASE THE LAST LETTER ENTERED - Press the B BUTTON.

# Nintendo ENTERTAINMENT SYSTEM

## YOU ARE THE FUTURE

SCYNET designed you to wipe human life off the face of the planet. Now, you, a machine, are the hope of humanity. Fail in your mission and the clock on mankind stops August 29, 1997.

Find John and Sarah Connor. Obliterate Cyberdyne's reckless technology. The T-800 is man's evil sent back to haunt him. Stop the nightmare.

There is no time to waste. You are making up history as you go. The future is not set. It is now.

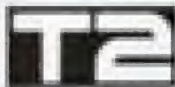


1997





# Nintendo ENTERTAINMENT SYSTEM



## TERMINATOR 2 JUDGMENT DAY Official Fan Club Membership

Join the Official T2 Fan Club today and take advantage of this special offer!

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